

# Church of Jesus Christ Christians

player encounters someone (a 'nigger') on the street who references the above church and speaks of its being 'anti-semitic' and 'racist'. you frown disgust and go to it.

Has Aryan nation's symbol on it. Enter in and Wesley Swift is preaching a sermon (audio player). you look through the library and discover all of the Christian identity books.

(The Christian identity forum.net library - my selections from folder) you speak to people there re: dual seedline Christian identity.

See 'doctrinal statement of beliefs' of King identity ministers. you dialogue with people who inform you about DSCI based on that pamphlet. Obtain the 'shekinah glory' in the church through a true understanding of your destiny as an Israelite and through building spiritual power through, e.g., combatting cabal agents. This can be the 'beginning' of your quest!

church of ~~Odin~~ Odin

Akadumb's  
See other page

One of the  
earliest levels

Ariosophy

raising that of the swastika  
in its place

The previous marxist <sup>placard</sup> 'gender blander' class and 'race-mixing egalitarian' class could be smashed off and substituted with the Ariosophical, etc. class as in:  
bioanthropology; home economics;  
orientteering; natural hygiene (royal Raymond);  
classical languages; biblical studies; <sup>etc</sup>  
paleo archaeology



The above could also be found in a <sup>Pro-white</sup> university that had not been taken over by Jews.

Discuss with people in it how common core is the marxist program for mind-controlling the population, perhaps infiltrate

The school and kill the marxist teacher hanging the principal from a flagpole taking down the rainbow flag &

'Aka dumbbiks' : The school of dialectical materialism  
or "Karl Marx University" you are attempting Comintern  
'power of will'. you become aware that something is not  
right. you stumble upon a pamphlet on the ground saying  
"Hitler was right" and a website address of "Jewish white genocide"  
and from there you become aware. you download and print off  
books (as in 'power of will') such as 'The synagogue of Satan'  
by Andrew Cunniffon Hitchcock and the 'former diaries'. you  
decide after your ~~girlfriend~~ is set up ~~by a gang~~ to be  
brutally ~~murdered~~ <sup>tormented</sup> by a gang of negroes and the Jewishingleader of  
a drug gang of satanists that <sup>you</sup> will seek vengeance and  
seek to further the 14 words.  
you begin to recruit like-minded people in conversations  
(same plot as power of will → expelled from school, etc.)

This would be one of the players storylines  
/ eg, "will stone"

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Level Kill Katergi <sup>preamble (story line): background story on Katergi</sup>  
to kill Katergi <sup>enter into masonic lodge & he races out</sup> ← <sup>documents can be obtained in separate windows here</sup>  
— Edward — <sup>randy</sup> style gameplay (chasing Katergi horizontal view or view going into the screen — scrolling)

— gameplay: at some point in the game this 'level' can be introduced

Katergi: Katergi quotations are given as his way of letting out at the player (e.g. "The man of the future will be a mongrel!") and he throws freemasonic icons at the player (setting mauls; compass & squares, etc.) <sup>other quotes</sup>. Katergi has his minions come in from the sides of the screen (mongrels) attacking you and having hammer and sickle or christed nation symbols on. The player uses traditional white weapons to destroy them (e.g. battle axe, <sup>sword</sup> hema, luger pistol, broen gun, mauler, etc.)  
When hit, Katergi screams "Is there no help for the widow's son?!" and demons descend to augment his life force.

- The scene 'moves forward' the player and he must duck and leap over obstacles such as cubes (freemasonic ashlar) and pillars of Gachin & Boaz showing in front of player by Jews & mongrels and freemasons
- The cry out freemasonic slogans ('humanity, <sup>eg,</sup> fraternity, equality') as they do so.

health\_meters: Katergi's face on health meter (red) on stere mental combat background players' specific to his/her character

End: when the Katergi health meter ticks down to nothing he turns around and leaps at the player who then does battle with him. Katergi is controlled by a demon and the player keeps his head off ideally or in a characteristic manner. The demon flees back to water and the darkness abates leaving the player to return to exploring gameplay.

# ISRAEL COHEN'S racial program of the 20th century

background presented

- ~~Israel's~~ <sup>COHEN'S</sup> ~~pleasure palace~~ : scene  
a strip club where white women are forced to dance in cages  
and serve Jews and negroes (see 'Double Agent' coon skin gang  
hideout scene). The player enters after eg. reading about COHEN  
in a newspaper and deciding to take action.

paints self in black face to infiltrate club and figure out how to  
assassinate Cohen. Kills coons (could be called 'coon skin gang')  
and executes Cohen and his buddy/partner Israel Zangwill  
who are super intending a nursery <sup>called</sup> 'melting pot' which is a  
marginalization factory. The strip club is detonated and the women  
are freed.

- gameplay: consists in interior strip club scene (Duke Nukem  
or better style) and you (player) interact with the other coons and  
'misty Cohen' and 'misty Zangwill' and they inform you of their  
plans that there will be lots of white chicks to rape. ~~you set off~~  
you discover false pseudo science (boazren anthropology) that  
claims that the old true anthropology needs to be destroyed so  
that the 'white goyim' lose a sense of identity and the  
'racial program' can be undergone.

real anthropology lying around: Carlton Coon 'races of Europe (?)'  
H. F. K. Guther "Elements of European history", "marchion grant"  
, eugenics "a decade of progress in eugenics" (perhaps & laughable)  
"Applied eugenics" perence & Johnson, "The rising tide of color against  
white world supremacy", Stoddard, "Der entmenscht" (national socialist pub)  
"Theozology" von Telbenfels others (see [astarapublications.com](http://astarapublications.com))  
plans: "The melting pot" Israel Zangwill (a play) and  
"The racial program of the 20th century" (Cohen)  
various magazines, periodicals, etc. are also scattered  
around (contemporary) displaying the race-mixing agenda  
as well as statistical graphs and other memos that  
illustrate what is going on.

In the game voices should be character  
voice changer?



## Game : / Rassenhygiene laboratory /

player enters the laboratory as eg, a student volunteer to participate in a survey and speaks to various doctors such as Alfred Ploetz, Eugen Fischer, Baron Otmar von Verschuer

The latter takes out calipers and/or a chart pops up showing the 'racial biology of the Jew' (use actual photos/diagrams) explaining ~~how to~~ identifying markers of Jews and their behavioural psychology. The book "The Jew as criminal" by Karl Kellner and Hans Anderson is present nearby as well as the video "The eternal Jew" (mp4). While player is being measured with craniometer and giving a testosterone injection a distillate of thousands of gallons of soldier's urine he is handed a book by a fellow student John doe guy entitled "How to recognize and identify a Jew" who claims authorship.

A eugenics symposium exists there with many books available eg. Popenoe & Johnson's "applied eugenics" <sup>Cecile Lombroso "criminal man"</sup> etc. and a panel of 'specimens' are presented to compare the ~~brain matter~~ craniometrics and angle of the head viewed in profile, etc. The book ~~Der~~ 'Untermensch' is present and the panel reflects the different types comparing 'der Untermensch' with ~~several~~ healthy Aryans. The book "SS mate selection guidelines" is also present.

From their point <sup>(or any point)</sup> The player ventures to the gymnasium where he is presented by a personal trainer who upholds the tenets of 'pflicht zur gesundheit' and instructs the player in various useful health procedures (The book 'Gimnastik' and other health books are available showing 'Gimnastik') When the player succeeds at various physical tests.

A marital arts arena exists where the player can acquire certain martial arts and street fighting skills (called 'The Coliseum') eg. knife fighting using fixed blade and machete, cane, brass knuckles, hung gar, hapkido, etc. The player can return here to build power and skills perhaps not be able (without codes) to develop his skills beyond a certain level unless practiced on the cabal's agents.

# Day of The Rope Level

Scenario :

- (A) Similar to mortal kombat 1 w/ breaking rdx, etc  
button mashing pulls the liberal race dratton  
up from the ground  
They struggle to get free yet you must continue to push  
button to hang them.
- (B) 'loaded' style gameplay : roam around and hang liberals  
grand theft auto



# Video Game Ideas :

[listen to 'Law of the Taken' & 'Immigrants!']

Church : church of Adam - vs. church of Zion universal

- player goes past a church being <sup>surrounded</sup> ~~that~~ by nigger police officers & waster them all recognizing them as the enemy (they attempt to <sup>w/ search leader</sup> ~~shoot~~ him)
- <sup>one of</sup> The church members come out and salutes player "kigggy brother" (click form of address) - the player responds
- player goes in church and pastor Louis Stoner tells him that the 'zion universal church' and its congregations - a giant evangelical church like Joel Osteen's [see if models can be found] - is working w/ the Z.O.G. to attempt to round up the remnant of Christian identity believers and <sup>that</sup> ~~he needs~~ <sup>his church is</sup> ~~the~~ <sup>planning</sup> a raid on it to eliminate the race traitors and Z.O.G. operatives. player says he's game and they go to strike at the church.
- church should be positioned in a semi-isolated setting on a hill and/or overlooking a river with lots of trees and a electronic security gate.
- police helicopter patrol above [player uses rocket launcher to destroy it]
- SWAT van and troops around church ready to move out.
- player & church of Adam have mortar launchers and rain down death on the Z.O.G., sniping at the troops who scatter
- Team moves in to wipe them out [race mixers, non-whites]
- pastor paedophile hiding w/ ghetto boys in church + hidden behind non-whites.
- player lays demolition charges of C-4 around church on silver the niggers on dodges the floor with gas as the pastor & remaining congregations escape to the higher floors. player and pastor Louis Stoner light ~~the gas~~ <sup>the gas</sup> on fire and ~~exp~~ the church blowing the building in edgery.
- possibly they round up the white females and take them to be deprogrammed back to the church of Adam.

[ 'blonde beast' & 'rites of passage' ]

ghetto scene: young white fourth part of <sup>[caused totemkopf gang]</sup> fourth gang as in the summer drinkers only more racially aware.

- can toggle between fourth gang players who are in a battle with [chinks; mestizos; niggers, etc.]
- The goal is to secure the ghetto area from non-whites.
- Fighting occurs like a urban guerilla-style combat
- use of all manner of 'ready-to-hand-impliments' (Chinks; pipes; knives; guns; improvised weapons - flamethrowers, etc.)
- can smash & grab stuff from nearby merchant shops (eg. <sup>nonwhite/sold</sup> ~~chinese~~ convenience stores;



- tear up the downtown area; both don't non-white infrastructure (jewish porn/prostitution dens drug dens and non-whites can be investigated and heavier firepower can be obtained)
- possible strikes against system targets in a loose wolf format (eg, office Jews, etc.)
- fighting amongst back alleys; fire escapes; breaking into buildings; smashing windows and going around inside etc.
- taking over apartment blocks.

[listen to 'insecurity' & 'power of will']

"Campus Follies" Scene: university campus; non-whites are orchestrating chaos led by their Jewish handlers who make noise with megaphones saying - eg, "End Austerity! Equality now! No more Hate!" "Nazi, Nazi, Nazi - out! out! out!" etc.  
you are one of several <sup>orange</sup> players in different contexts: eg, football or sports player of some type who is in the middle of practice → puts equipment away and for grabs gun; scholar who is studying and then looks at window seeker fires & more → tries to get off campus.

- player's task is to get off campus and/or to do damage to leftist profs / outcasts leaders. wears eg, hockey mask or fencing mask or drama class mask from the theatre department.
- is attacked by A.I.D.s infiltrated fags attempting to show off their blood or urine in super-sakers on him; Non-white (mexico; arabic; negro) gangs who chase after him and seek to destroy him
- could be structured hierarchically and progress through stages, As in the 'insecurity' story the dean / profs, could be higher level targets and the sabotage a sort of ubiquitous presence that randomly appear at certain points or if a sufficient delay is had to keep the player 'running' & gunning.
- Detailed interior design: libraries; sports complex (locker rooms etc.); science labs
- player could find blowguns in science lab or combustible chemicals to make bombs etc.
- could blow up or burn down school (eg, 'power of will' boiler room blow up)
- scenes of white females being raped by niggers etc.

"Rich vs. poor scenario" - could entail especially a 'Jewish area' where the blue collar whites lay waste to the Jews and white race traitors rounding the place solo or in teams smashing cars with sledge hammers & chisels blades thrown from pickup trucks; houses blown up or burned down done by E.D. strikes or mortar / rocket rounds

- shipping of Jews: "suburban super on the loose" fav news reported in bar, etc.
- Race traitors hung from ropes; gunshots in the streets or a van with a gun flame attached that drives around and takes care of business
- The reverse of "suburban invasion" where you defend. Now you attack.



Long Wolf style level / game: See only of 'The struggle' series or 'Dante Argo'

- one or more players (multiple player option if possible)
- possibly uniformed as in the USM or KKK or some similar uniform (see 'white nationalist organization' at handbook front cover) - or plain clothes blue collar, etc.
- strike out 1) preemptively at targets or 2) incidentally as circumstances develop (randomly or 'incidentally'); targets eg. synagogues; freemasonic lodges; Jewish churches; immigration officer; refugee centers; non-white drug dens; city hall; law courts; mosques; Chinese community centers; Sikh Hindu temples

'Driver': a <sup>level</sup> game like twisted metal or Grand Theft auto only using different vehicles (ATVs; dirt bikes; motorbikes; commuter bikes; armored cars; vans; gyrocopter / helicopter; video camera on remote drone w/ mounted weapons / I.C.D.s, etc.)

- The player can be different characters w/ access to the myriad vehicles in whatever type of level: urban, etc.
- The 'world' can be very broad travelling down roads like need for speed or like 'pilot wings'
- annihilating ethnic communities 'celebrations', eg. Cinco de Mayo; Kwanza; purim, etc.
- Commuter bike could be in urban environment attempting to get home and must use a lead pipe / knife / collapsible baton / laser / handgun to keep off the pickpockets and footers

'Shopping mall' One scene could be a shopping mall like in 'The Dawn of the Dead' or like in the movie 'Cobra' - you could go down store to store and the lighting would be surreal like an apocalyptic scene w/ the sun refracted through smoke or a gunmetal grey sky w/ intermittent lightning & rain. You and possibly a group of friends have to escape the mega mall and the looters and / or grab what you can. The player can steal what they want and wreak havoc in the mall, etc. start fires, etc.

- mall security is composed of Jews and nonwhite who target & pursue you.
- Greedy Jew shop owners collect their products and try to gun people down, etc.
- you can go in the basement and cooperate ballrooms. Also into adjacent offices and skywalkers & elevators, etc. (Fancy office decor → destroy sensitive information; crack safes, etc.)

"Bank on it" you & a group / team drive around & rob banks then burn them to the ground, shooting guards & nonwhite / Jew tellers. & / or rob armored cars like 'The order'.



San ysidro - style massacres = you create mass chaos through shooting up non white gatherings especially in the context of those affiliated w/ criminal cartels that push drugs (eg chinese restaurant; <sup>Bodega</sup> Mexican restaurant; Jamaican restaurant etc)

"Phineas priest": like in William L Pierce's novel 'hunter' you go around and take out rare mixers in a lone wolf style <sup>serial</sup> operator like Joseph Paul Brundage

"Beast Butcher": white guy goes around butchering non-whites with <sup>hundreds</sup> knife (see 'Blonde Beast')

"Carpet bagger": Jews escaping the chaos of the city try to infiltrate a small town and are ~~flushed out~~ <sup>flushed out</sup> or Jews locally in smaller centers are outed as having brought the non-whites who are causing chaos in and retaliation is undergone. Also called 'pogrom' or 'expulsion'

"Office - four": Bourgeois race drafter are gunned down in the office ('law of the talon') as payback for their crimes.

- innocent prisoner & Jew busser with their feet up on their desk, eg. gunned down  
The above story goes into copious detail

"The shire": A forest ranger or group or solo rural individual gets vengeance ~~for~~ upon race drafter and non-whites who have devastated his town. Targets the establishment and non-whites in whatever random/planned order.

- This would concentrate the movie into a smaller context eg. "power of will"